

(19) **United States**(12) **Patent Application Publication** (10) **Pub. No.: US 2002/0022518 A1**
Okuda et al. (43) **Pub. Date: Feb. 21, 2002**(54) **METHOD FOR CONTROLLING
MOVEMENT OF VIEWING POINT OF
SIMULATED CAMERA IN 3D VIDEO GAME,
AND 3D VIDEO GAME MACHINE****Publication Classification**(51) **Int. Cl.⁷** **A63F 13/00**
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(57) **ABSTRACT**

A 3D game machine is provided with a monitor **11** provided at a specified height position of a casing **10** for displaying images, a game control unit **100** for controlling the progress of a game, and an image control unit **110** for generating a 3D image viewed from a viewing point of a simulated camera and displacing it as a game image on a screen of the monitor **11**. A transverse position and a height position of the head of a game player located in a play area before the screen of the monitor **11** are detected using one ultrasonic transmitter **31** and two ultrasonic receivers **32, 33**, and the viewing point of the simulated camera is so moved as to follow a displacing direction and a displacing amount of the detected position of the game player's head. Accordingly, the viewing point of the simulated camera can follow free movements of the game player. Therefore, images viewed from the viewing point intended by the game player can be actively displayed.

